

Instructor Information

Name: Simon Ayzman

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Office hours: By appointment

Objectives

CSCI 499 is a chance for Computer Science majors to work in small groups and build a major software engineering project together. Teams will pitch, design, and implement complex systems that utilize at least two platforms and are written in at least two languages. You will apply the skills you have learned as a CS major and will learn new ones throughout the semester in service of your project.

Grading

All graded assignments this semester are for your entire team; there are no individual assignments. Your individual final grade is based on your team project grade (high-level breakdown below), your group peers' rating of your individual contribution, and my personal instructor discretion. If your peers believe that you adequately meet reasonable expectations, you will likely receive the team project grade, as is. Equivalently, if you do not meet expectations, you will likely receive a proportionally lower grade, and if you exceed expectations, you will likely receive a proportionally higher grade.

COMPONENT	PER ITEM PERCENTAGE		TOTAL PERCENTAGE
Written Assignments	Requirements Document	10%	25%
	Final Writeup	15%	
Class Presentations	Project Pitch	10%	50%
	Progress Presentation #1	10%	
	Progress Presentation #2	10%	
	Final Presentation	20%	
Final Project	25%		25%

Every day that an assignment is submitted late results in a **10% grade deduction**. If there is a documented reason for excusal, I do my best to accommodate you. Your participation in tech outside of the classroom is important to me as well. Therefore, I also offer extra points towards your individual final grade (pending verification and a writeup) for taking active roles in hackathons, technology events, and other activities that I approve of in advance. Entire team efforts are rewarded extra.

Slack

Instead of Blackboard, this course uses **Slack** for its class announcements and discussions. It will serve as a lightweight tool for you to maintain conversations with your immediate team, your class peers, and me. Rather than directly emailing me your questions, I encourage you to publicly post your questions in the relevant Slack channel. You will receive an email invitation to join the group, which can be found at: huntercsayzman.slack.com. If you would like to invite people who would be valuable to the class discussion to our Slack group, I would be happy to review your requests.

GitHub

In this course, I require that you have an account on **GitHub**, a web-based hosting service for version controlled repositories using Git. You will receive an invitation to join our class GitHub organization, which can be found at: <https://github.com/HunterCS-Ayzman>. You will find an appropriately named repository there that will serve as your source of resources, documents, and instructions throughout the semester. For all intents and purposes, it will be our course website. Please note that I also require that your team project be open source, use version control, and be hosted on any web-based platform of your choosing (not necessarily GitHub, but preferably).

Academic Integrity

Hunter College regards acts of academic dishonesty (e.g., plagiarism, cheating on examinations, obtaining unfair advantage, and falsification of records and official documents) as serious offenses against the values of intellectual honesty. The college is committed to enforcing the CUNY Policy on Academic Integrity and will pursue cases of academic dishonesty according to the Hunter College Academic Integrity Procedures. In this course, special attention is given to contract cheating, where students have work completed on their behalf that is then submitted for academic credit. There are abundant documentation resources, boilerplates, and code examples freely available online and in books. You may use any code that you find, so long as you cite/document it appropriately. You are actively encouraged to discuss ideas with one other. If you are unsure about a course of action and need clarification, feel free to consult with me.

Syllabus Modifications

The terms stipulated in this syllabus are subject to reasonable change, even during the course of the semester. Any amendments will be announced in class and/or via electronic means. Please be sure to stay aware of these modifications.

ADA Compliance

In compliance with the American Disability Act of 1990 (ADA) and with Section 504 of the Rehabilitation Act of 1973, Hunter College is committed to ensuring educational parity and accommodations for all students with documented disabilities and / or medical conditions. It is recommended that all students with documented disabilities (Emotional, Medical, Physical and / or Learning) consult the Office of AccessABILITY located in Room E1124 to secure necessary academic accommodations. For further information and assistance please call (212-772-4857)/TTY (212-650-3230).

Departmental Learning Goals

This class satisfies the following learning goals, as set forth by the Computer Science department: (2b) Be able to apply principles of design and analysis in creating substantive projects involving programs and algorithmic design, and have experience working in teams on projects of moderately realistic scope. (3a) Be able to communicate technical ideas effectively, both in writing and in oral presentations. (3b) Demonstrate an understanding of the ethical concerns typically arising in the context of computing. (3c) Be competitive when applying to graduate schools should they so choose.